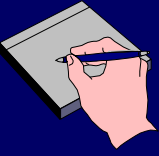


Convex Mirror Rays



- 1) Parallel to principal axis reflects through f .
- 2) Through f , reflects parallel to principal axis.
- 3) Through center.

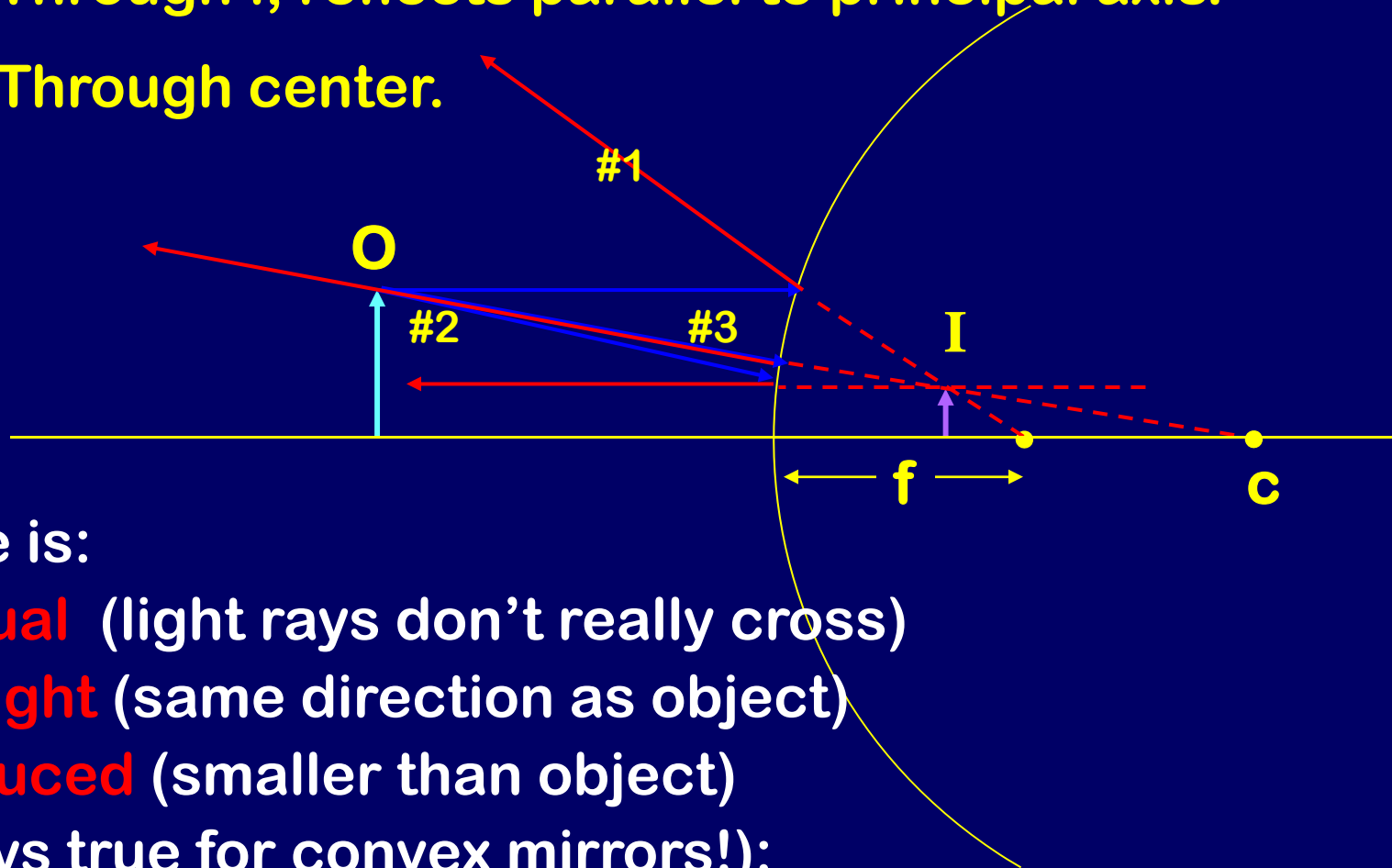


Image is:

Virtual (light rays don't really cross)

Upright (same direction as object)

Reduced (smaller than object)

(always true for convex mirrors!):